Building the BRIDGE

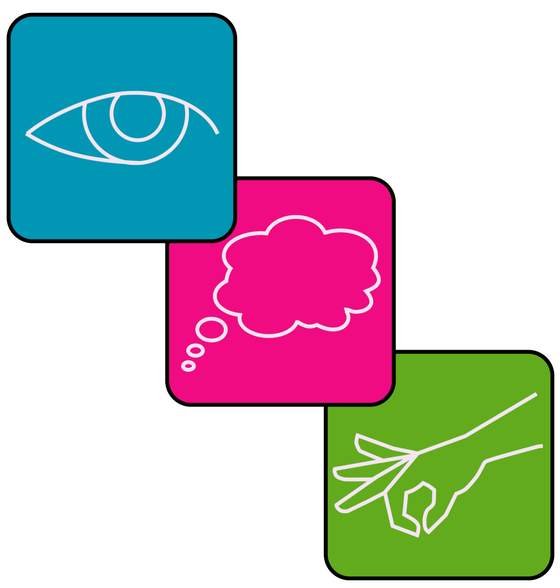
Closing the gap on digital exclusion

Current resources

Inclusive Design Toolkit & Impairment Simulation

www.inclusivedesigntoolkit.com

The toolkit presents the business case for inclusive design and describes how it can be incorporated into product development processes. The wearable simulators directly restrict the ability to see and move, while the software ones show the effects of vision and hearing impairments on image and sound files.



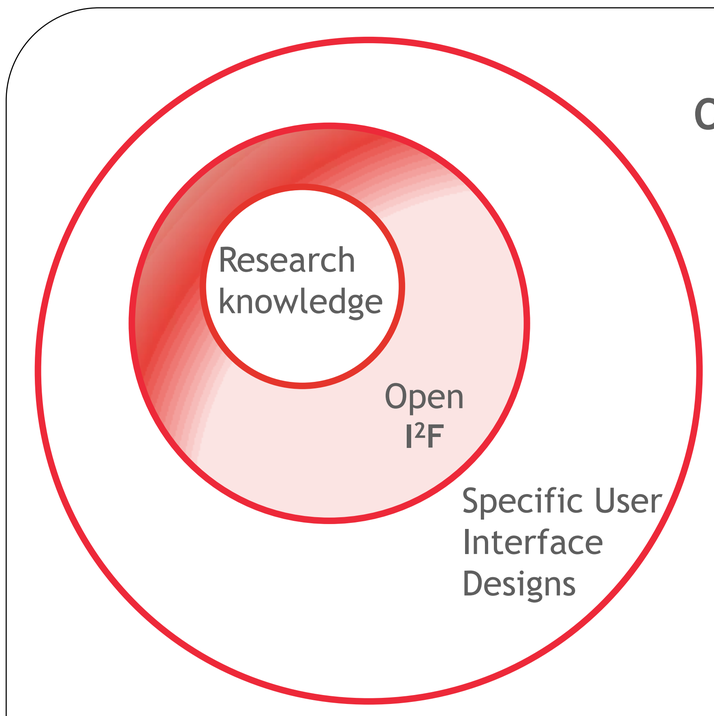
Exclusion Calculator

This tool calculates how many people would be unable to perform particular tasks with a product. To do this, the use of the product is broken down into its component tasks. Each task is examined to determine how much demand it places on six key capabilities. UK population data is then used to calculate how many people have less than that capability, and so are unable to use the product.

Future actions

BRIDGE Project

The BRIDGE project aims to reduce the barriers to engagement with the digital economy. This involves a detailed analysis of consumer behaviour through business held customer databases, and investigation of the needs of the digitally excluded. The research will investigate techniques to be able to predict and assess the inclusivity of digital interface elements. This approach could predict the exclusion caused by unfamiliarity with, and inability to comprehend the interaction mechanisms.



Open Inclusive Interaction Framework (Open I²F)

Many older users struggle with the interfaces on current digital devices, yet research has shown that more successful alternative interaction designs are available. An Open Inclusive Interaction Framework could be created which incorporates only the interactions known to be easy for older or digitally excluded people. This framework can then be used to design user interfaces for specific products and services.

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